

[library home](#) | [list alphabetically](#) | [list by SIG](#) | [search library](#) | [register DL](#) | [subscribe DL](#) | [feedback](#)

ACM Digital Library

search

Search the Digital Library

Search Articles:

Terms: (circular and buffer) and (clip or clips or clipping) and (vertex or vertices or vertexes)
 all words any words exact phrase subject
 expression stem

In Fields: Title (71,013) Reviews (2,654)
 Full-Text (62,871) Index Terms (54,809)
 Abstract (21,006) (Number of articles)

Authors: all names any name expression soundex)

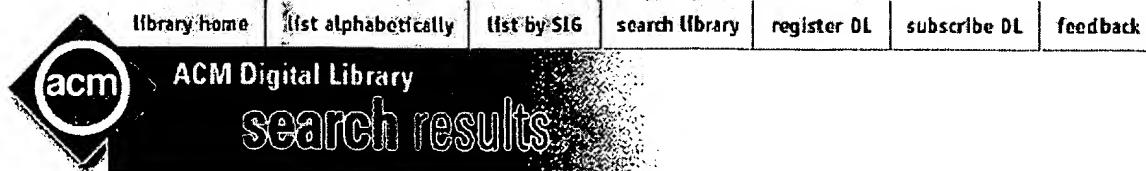
Limit Your Search To:

Publication: All Journals and Proceedings

Published Since:

Published Before:

[\[Help \]](#)



Page: **1 of 1**

Articles: 1-14 of 14 Ordered By Score

Search: [New](#) | [Undo](#) | [Refine](#)

Order By: [Publication](#) | [Score](#) | [Publication Date](#)

View: [Brief Listing](#) | [Full Listing](#) | [Search Expression](#) | [All](#)

[Articles](#) | [+Page Size](#) | [-Page Size](#) | [Help](#)

No.	Article	Score
1)	Interactive manipulation and display of surfaces in four dimensions ; David Banks; <i>Proceedings of the 1992 symposium on Interactive 3D graphics</i> , 1992, Pages 197 - 207 [Find Related Articles]	21
2)	Interactive reflections on curved objects ; Eyal Ofek and Ari Rappoport; <i>Proceedings of the 25th annual conference on Computer Graphics</i> , 1998, Pages 333 - 342 [Find Related Articles]	14
3)	Real-time, continuous level of detail rendering of height fields ; Peter Lindstrom, David Koller, William Ribarsky, Larry F. Hodges, Nick Faust and Gregory A. Turner; <i>Proceedings of the 23rd annual conference on Computer graphics</i> , 1996, Pages 109 - 118 [Find Related Articles]	9
4)	A structural view of the Cedar programming environment ; Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach and Robert B. Hagmann; <i>ACM Trans. Program. Lang. Syst.</i> 8, 4 (Oct. 1986), Pages 419 - 490 [Find Related Articles]	8
5)	Hardware antialiasing of lines and polygons ; Walter Gish and Allen Tanner; <i>Proceedings of the 1992 symposium on Interactive 3D graphics</i> , 1992, Pages 75 - 86 [Find Related Articles]	7

- | | | |
|-----|---|---|
| 6) | <u>Leo: a system for cost effective 3D shaded graphics</u> ; Michael F. Deering and Scott R. Nelson; <i>Proceedings of the 20th annual conference on Computer graphics</i> , 1993, Pages 101 - 108 [Find Related Articles] | 7 |
| 7) | <u>Neon: a single-chip 3D workstation graphics accelerator</u> ; Joel McCormack, Robert McNamara, Christopher Ganos, Larry Seiler, Norman P. Jouppi and Ken Correll; <i>Proceedings of the 1998 EUROGRAPHICS/SIGGRAPH workshop on Graphics hardware</i> , 1998, Pages 123 - 132 [Find Related Articles] | 7 |
| 8) | <u>Real-time techniques for 3D flow visualization</u> ; Anton Fuhrmann and Eduard Gröller; <i>Proceedings of the conference on Visualization '98</i> , 1998, Pages 305 - 312 [Find Related Articles] | 7 |
| 9) | <u>Recovering photometric properties of architectural scenes from photographs</u> ; Yizhou Yu and Jitendra Malik; <i>Proceedings of the 25th annual conference on Computer Graphics</i> , 1998, Pages 207 - 217 [Find Related Articles] | 7 |
| 10) | <u>Multi-level texture caching for 3D graphics hardware</u> ; Michael Cox, Narendra Bhandari and Michael Shantz; <i>Proceedings of the 25th annual international symposium on Computer architecture</i> , 1998, Pages 86 - 97 [Find Related Articles] | 7 |
| 11) | <u>Efficient algorithms for local and global accessibility shading</u> ; Gavin Miller; <i>Proceedings of the 21st annual conference on Computer graphics</i> , 1994, Pages 319 - 326 [Find Related Articles] | 7 |
| 12) | <u>Interactive pen-and-ink illustration</u> ; Michael P. Salisbury, Sean E. Anderson, Ronen Barzel and David H. Salesin; <i>Proceedings of the 21st annual conference on Computer graphics</i> , 1994, Pages 101 - 108 [Find Related Articles] | 5 |

- 13) [A comparison of Windows driver model latency performance on Windows NT and Windows 98](#); Erik Cota-Robles and James P. Held; *Proceedings of the third symposium on Operating systems design and implementation*, 1999, Pages 159 - 172 [[Find Related Articles](#)] 5
- 14) [Using transparent props for interaction with the virtual table](#); Dieter Schmalstieg, L. Miguel Encarnaçāo and Zsolt Szalavāri; *Proceedings of the 1999 symposium on Interactive 3D graphics*, 1999, Pages 147 - 153 [[Find Related Articles](#)] 5

go to page: **1 of 1**

The Digital Library is published by the Association for Computing Machinery. Copyright 1999, 2000 ACM, Inc.

[library home](#) | [list alphabetically](#) | [list by SIG](#) | [search library](#) | [register DL](#) | [subscribe DL](#) | [feedback](#) |